

**Amendments to the claims:**

This listing of the claims will replace all prior versions and listings of the claims in the application:

1. (Currently amended) A device, comprising:  
(1) ~~having~~ a user interface (3), a control unit (6) for controlling the operations of the device including changeable parameters (5) of the user interface, and ~~further having~~ a game platform for running a game (2), ~~characterised in that wherein~~ the control unit (6) is adapted configured to change parameters (5) of the user interface (3) ~~in dependence of user interface parameters (4) occurring in the~~ based on events occurring in the game (2).
2. (Currently amended) A device according to claim 1, ~~characterised in that wherein a theme~~ themes with changeable parameters are is defined for the user interface (3) and at least one of the themes ~~theme~~ is associated with the game (2).
3. (Currently amended) A device according to claim 2, ~~characterised in that wherein~~ different parameters of one of the themes ~~theme~~ are associated with different levels of the game (2).
4. (Currently amended) A device according to claim 2, ~~characterised in that wherein~~ at least one of the themes ~~theme~~ is associated with each level of the game (2).
5. (Currently amended) A device according to claim 1 ~~or 2~~, ~~characterised in that wherein~~ different parameters are associated with different scores of the game (2).
6. (Currently amended) A device according to claim 1 ~~any one of claims 1 to 5~~, ~~characterised in that wherein~~ the control unit (6) is ~~adapted~~ configured to change parameters (5) of the user interface (3) whenever the user interface parameters (4) in the game (2) change ~~are changing~~.
7. (Currently amended) A device according to claim 1 ~~any one of claims 1 to 5~~, ~~characterised in that wherein~~ the control unit (6) is ~~adapted~~ configured to change parameters (5) of the user interface (3) when the game (2) is interrupted.
8. (Currently amended) A device according to claim 7, ~~characterised in that wherein~~

the control unit (6) is adapted configured to change parameters (5) automatically when a the user exits the game (2).

9. (Currently amended) A device according to claim 7 ~~or 8~~, **characterised in that** wherein the control unit (6) is adapted configured to change parameters (5) by a user command.

10. (Currently amended) A device according to claim 9, **characterised in that** wherein the control unit (6) is adapted configured to be locked to by a user command to stop future changes of the parameters (5) of the user interface (3).

11. (Currently amended) A device according to claim 2 ~~any one of claims 2 to 9~~, **characterised in that** wherein the device (1) is adapted configured to save a changed user interface theme in a format that may be transmitted with a message to another device.

12. (Currently amended) A device according to claim 5 ~~any one of claims 5 to 11~~, **characterised in that** wherein the device (1) is adapted configured to save a game score achieved by a user in a format that may be transmitted with a message to another device.

13. (Currently amended) A device according to claim 2 ~~any one of claims 2 to 12~~, **characterised in that** wherein said theme includes a set of: picture settings comprising picture parameters such as colour, contrast, light intensity; picture objects ~~such as shapes and sizes of icons, cursors, fonts and backgrounds~~; animation effects and bitmap shapes; sound settings comprising sound parameters ~~such as bass, treble and volume~~; sound objects ~~such as signals and alarms consisting of sounds and melodies~~; as well as vibration settings comprising vibration parameters ~~such as speed, amplitude and duration~~, said theme being associated with operations of the device (1).

14. (Currently amended) A device according to claim 1 ~~any one of claims 1 to 13~~, **characterised in that** wherein the user interface comprises a display (7) for showing information related to the operations of the device (1) by means of a graphical interface of the display.

15. (Currently amended) A device according to claim 14, **characterised in that** wherein

the user interface comprises a sound system (8).

16. (Currently amended) A device according to claim 15, ~~characterised in that~~ wherein the user interface comprises a vibration element (9).

17. (Currently amended) A device according to claim 1 ~~any one of claims 1 to 16,~~ ~~characterised in that~~ wherein the device (1) is a portable telephone, a pager, a communicator, a smart phone, an electronic organiser, a calculator or a positioning device.

18. (Currently amended) A method for providing a changeable user interface in a device (1) ~~having~~ including a user interface (3), a control unit (6) for controlling the operations of the device including changeable parameters (5) of the user interface, (3) and ~~further having~~ a game platform for running a game (2), ~~characterised in that~~ comprising:  
receiving game related data from the game at the control unit; and  
using the data to change parameters of the user interface.  
~~the control unit (6) receives game related data from the game (3) and uses said data in order to change parameters (5) of the user interface (3).~~

19. (Currently amended) A method according to claim 18, ~~characterised in that~~ further comprising:  
defining themes with changeable parameters for the user interface; and  
associating at least one theme with the game.  
~~a theme with changeable parameters is defined for the user interface (3) and at least one theme is associated with the game (2).~~

20. (Currently amended) A method according to claim 19, ~~characterised in that~~ wherein different parameters of one of the themes ~~theme~~ are associated with different levels of the game (2).

21. (Currently amended) A method according to claim 19, ~~characterised in that~~ wherein at least one of the themes ~~theme~~ is associated with each level of the game (2).

22. (Currently amended) A method according to claim 18 ~~or 19,~~ ~~characterised in that~~ wherein different parameters are associated with different scores of the game (2).

23. (Currently amended) A method according to claim 18 ~~any one of claims 18 to 22,~~  
~~characterised in that~~ further comprising:

changing parameters of the user interface ~~parameters (5) of the user interface (3) are~~  
~~changed~~ whenever the user interface parameters (4) in the game change ~~(2) are changing.~~

24. (Currently amended) A method according to claim 18 ~~any one of claims 18 to 22,~~  
~~characterised in that~~ further comprising:

changing parameters (5) of the user interface (3) ~~are changed~~ when the game (2) is  
interrupted.

25. (Currently amended) A method according to claim 24, ~~characterised in that~~ further  
comprising:

automatically changing parameters of the user interface (5) ~~are changed automatically~~  
when the user exits the game (2).

26. (Currently amended) A method according to claim 24 ~~or 25,~~ ~~characterised in that~~  
further comprising:

changing parameters of the user interface (5) ~~are changed~~ by a user command.

27. (Currently amended) A method according to claim 26, ~~characterised in that~~ further  
comprising:

locking the control unit (6) ~~is locked~~ by a user command to stop future changes of the  
parameters (5) of the user interface (3).

28. (Currently amended) A method according to claim 19 ~~any one of claims 19 to 27,~~  
~~characterised in that~~ further comprising:

saving a changed user interface theme ~~is saved~~ in a format that may be transmitted  
with a message to another device.

29. (Currently amended) A method according to claim 22 ~~any one of claims 22 to 28,~~  
~~characterised in that~~ further comprising:

saving a game score achieved by a user ~~is saved~~ in a format that may be transmitted  
with a message to another device.

30. (Currently amended) A method according to claim 19 ~~any one of claims 19 to 29,~~  
~~characterised in that~~ wherein said theme includes a set of: picture settings comprising  
picture parameters such as colour, contrast, light intensity; picture objects ~~such as shapes and~~  
~~sizes of icons, cursors, fonts and backgrounds;~~ animation effects and bitmap shapes; sound  
settings comprising sound parameters ~~such as bass, treble and volume;~~ sound objects ~~such as~~  
~~signals and alarms consisting of sounds and melodies;~~ as well as vibration settings  
comprising vibration parameters ~~such as speed, amplitude and duration,~~ said theme being  
associated with operations of the device (1).

31. (Currently amended) A game module loadable into a device (1) ~~having the device~~  
comprising a user interface (3), a control unit (6) for controlling the operations of the device  
(1) including changeable parameters (5) of the user interface, (3) and ~~further having~~ a game  
platform for receiving and running a game (2) associated with said game module,  
~~characterised in that~~ the game module is ~~adapted~~ being configured to transmit game related  
data from the game (2) to the control unit (6) ~~in order to change parameters (5) of the user~~  
~~interface (3) in dependence of user interface parameters (4) occurring in the~~ based on events  
occurring in the game (2).

32. (Currently amended) A game module according to claim 31, ~~characterised in that~~  
wherein a theme themes with changeable parameters are is defined for the user interface (3)  
and at least one of the themes ~~theme~~ is associated with the game (2).

33. (Currently amended) A game module according to claim 32, ~~characterised in that~~  
wherein different parameters of one of the themes ~~theme~~ are associated with different levels  
of the game (2).

34. (Currently amended) A game module according to claim 32, ~~characterised in that~~  
wherein at least one of the themes ~~theme~~ is associated with each level of the game (2).

35. (Currently amended) A game module according to claim 31 ~~or 32,~~ ~~characterised in~~  
~~that~~ wherein different parameters are associated with different scores of the game (2).

36. (Currently amended) A game module according to claim 31 ~~any one of claims 31 to~~  
~~35,~~ ~~characterised in that~~ wherein the game module is configured ~~adapted~~ to command a  
change of parameters of the user interface (3) whenever the user interface parameters (4) in

the game change (2) ~~are changing~~.

37. (Currently amended) A game module according to claim 31 ~~any one of claims 31 to 35, characterised in that wherein~~ the game module is configured ~~adapted~~ to command a change of parameters (5) of the user interface (3) when the game (2) is interrupted.

38. (Currently amended) A game module according to claim 31 ~~any one of claims 31 to 37, characterised in that wherein~~ said theme includes a set of: picture settings comprising picture parameters such as colour, contrast, light intensity; picture objects ~~such as shapes and sizes of icons, cursors, fonts and backgrounds~~; animation effects and bitmap shapes; sound settings comprising sound parameters ~~such as bass, treble and volume~~; sound objects ~~such as signals and alarms consisting of sounds and melodies~~; as well as vibration settings comprising vibration parameters ~~such as speed, amplitude and duration~~, said theme being associated with operations of the device (4).

39. (Currently amended) A computer program product loadable in a device (1) and comprising computer readable program code ~~software portions~~ for implementing a game module as defined in claim 31 ~~any one of claims 31 to 38~~.

40. (Currently amended) A computer readable medium having a computer program product recorded thereon, wherein the computer program product comprises computer readable program code ~~software portions~~ for implementing a game module as defined in claim 31 ~~any one of claims 31 to 38~~.